

AMENDMENTS TO THE CLAIMS:

This listing of claims will replace all prior versions and listings of claims in the application:

1. (currently amended) A gaming machine for providing a game played with a trading card which stores character data of a character and has a surface printed with a detail of the character data;

the gaming machine comprising:

a data updating device which writes changed character data [[in]] into a semi-conductor memory in the trading card in response to a change in the character data according to a state of proceeding with the game; and

a printing device which prints a detail of the changed character data onto the surface of the trading card.

2. (original) A gaming machine according to claim 1, further comprising an erasing device which erases the detail of the character data printed previously when the printing device prints the detail of the changed character data onto the surface of the trading card.

3. (original) A gaming machine according to claim 1, wherein, when printing the detail of the changed character data

onto the surface of the trading card, the printing device is utilized so as to add the detail of the changed character data to the detail of the character data printed previously.

4. (original) A gaming machine according to claim 1, further comprising a trading card moving device having a slot which inserts and discharges the trading card, the trading card moving device moving the trading card inserted in the slot into the gaming machine.

5. (currently amended) A plurality of gaming machines arranged in parallel, wherein at least one of the gaming machines comprises:

a data updating device which writes changed character data into a semi-conductor memory in a trading card in response to a change in the character data according to a state of proceeding with a game; and

a printing device which prints a detail of the changed character data onto the surface of the trading card.

6 - 12. (canceled)

13. (currently amended) A game system comprising:

a trading card which stores character data of a character and has a surface printed with a detail of the character data;

a game controlling device which proceeds with a game according to the character data stored in ~~[[the]]~~ a trading card semi-conductor memory and a control signal from a controller;

a data updating device which writes changed character data in the trading card semi-conductor memory in response to a change in the character data according to a state of proceeding with the game; and

a printing device which prints a detail of the changed character data onto the surface of the trading card.

14. (original) A game system according to claim 13, further comprising an erasing device which erases the detail of the character data printed previously when the printing device prints the detail of the changed character data onto the surface of the trading card.

15. (original) A game system according to claim 13, wherein, when printing the detail of the changed character data onto the surface of the trading card, the printing device is utilized so as to add the detail of the changed character data to the detail of the character data printed previously.

16. (previously presented) A game system according to claim 13, further comprising a trading card moving device having a slot which inserts and discharges the trading card, the trading

card moving device moving the trading card inserted in the slot into the game system.

17. (currently amended) A plurality of game systems arranged in parallel, wherein at least one of the game system comprises:

a trading card semi-conductor memory which stores character data of a character and has a surface printed with a detail of the character data;

a game controlling device which proceeds with a game according to the character data stored in the trading card semi-conductor memory and a control signal from a controller;

a data updating device which writes changed character data in the trading card semi-conductor memory in response to a change in the character data according to a state of proceeding with the game; and

a printing device which prints a detail of the changed character data onto the surface of the trading card.

18. (currently amended) A gaming machine for providing a game played with a trading card which stores character data of a character into a semi-conductor memory and has a surface printed with a detail of the character data;

the gaming machine comprising:

updating means for writing changed character data in the

trading card semi-conductor memory in response to a change in the character data according to a state of proceeding with the game; and

printing means for printing a detail of the changed character data onto the surface of the trading card.

19. (original) A gaming machine according to claim 18, further comprising erasing means for erasing the detail of the character data printed previously when the printing means prints the detail of the changed character data onto the surface of the trading card.

20. (currently amended) A game system comprising:

a trading card semi-conductor memory which stores character data of a character and which has a surface printed with a detail of the character data;

game controlling means for proceeding with a game according to the character data stored in the trading card semi-conductor memory and a control signal from a controller;

updating means for writing changed character data in the trading card semi-conductor memory in response to a change in the character data according to a state of proceeding with the game; and

printing means for printing a detail of the changed character data onto the surface of the trading card.

21. (new) A gaming machine according to claim 1, wherein said semi-conductor memory comprises a flash memory.

22. (new) A gaming machine according to claim 18, wherein said semi-conductor memory comprises a flash memory.

23. (new) A game system according to claim 13, wherein said semi-conductor memory comprises a flash memory.

24. (new) A game system according to claim 20, wherein said semi-conductor memory comprises a flash memory.

25. (new) A plurality of game systems in accordance with claim 17, wherein said semi-conductor memory comprises a flash memory.